7. (Twice mended) The method of claim 3, wherein the outcome information is a random number used to determine a gamble outcome and the secure processing means in the console then chooses a game outcome which will achieve that gamble outcome.

24. (Twice Amended) The method of claim 1, wherein a gaming server is provided and is in communication with each gaming console, the gaming S server being arranged to calculate the outcome information in relation to a game for storage in a secure storage means and to send outcome signals to the console in which the secure storage means is located, the method including the steps of:

in the gaming server, precalculating data which partially or 10 completely defines an outcome of at least one game on one console, and generating and sending to the respective console a signal indicating the precalculated data prior to a user initiating the game on the console;

in the console, receiving the data signal and storing the data as 15 part or all of the game or gambleouteome information in the secure storage means.

32. (Twice Amended) The method of claim 8, wherein the precalculated data is transmitted from the game server to the secure storage means in the console and the game verification data is transmitted by the secure storage means to the game server.

44. (Twice Amended) The method of claim 1, wherein the secure storage means is a smartcard or smartcard chip.

50. (Amended) The method as claimed in claim 44, wherein the smartcard device is provided with a list of predetermined outcomes, and game play includes a step in which the player makes a bet on the outcome of each game.

54. (Amended) The method as claimed in claim 2, wherein the secure storage on the smartcard is accessed via a secure communications system within the console wherein said secure communications system is provided by a further smartcard device.

59. (Twice Amended) The method of claim of claim 8, wherein the console sends a signal to the secure storage means describing a state of a game being played to the game to the server.

65. (Amended) Wherein the system of claim 15, wherein the information stored in the secure storage means is a random number seed from which outcome information relating to a sequence of future games to be played on the console is generated by operation of a pseudo-random number algorithm.

67. (Amended) The system of claim 16, wherein the outcome information is a random number indicating a gamble outcome value and the console then chooses a game outcome which will achieve that gamble outcome value.

69. (Amended) The system of claim 15, wherein the information relating to future game outcomes stored in the secure storage means is stored before the secure storage means is connected to the console.

70. (Twice Amended) The system of claim 15, wherein a secure processing means is provided to produce the game or gamble outcome indication and is connected to the secure storage means by way of a secure communications path.

76. (Twice Amended) The system of claim 15, wherein a gaming server is provided in communication with each gaming console, the server being arranged to calculate the outcome information in relation to a game for storage in a secure storage means and to send game or gamble outcome signals to the console in which the secure storage means is located, and the console including receiving means for receiving the game or gamble outcome signal and storing the information carried in the signal as the game or gamble outcome information in the secure storage means.

77. (Twice Amended) The system as claimed in claim 21, wherein the server includes an auditing means for checking game and/or gamble outcome data returned from the secure device in the console.

82. (Amended) The system as claimed in claim 15, wherein the game outcome information represents a plurality of predetermined gamble outcomes which are stored in the secure storage means.

83. (Amended) The system as claimed in claim 15, wherein the secure storage means is a smartcard or a smartcard chip.

118. (Amended) The secure storage means of claim 27, wherein the secure storage means is a smartcard or a smartcard chip.